An Abstract Plan Preparation Language

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Abstract

This paper presents a new planning language that is more abstract than most existing planning languages such as the Planning Domain Definition Language (PDDL) or the New Domain Description Language (NDDL). The goal of this language is to simplify the formal analysis and specification of planning problems that are intended for safety-critical applications such as power management or automated rendezvous in future manned spacecraft. The new language has been named the Abstract Plan Preparation Language (APPL). A translator from APPL to NDDL has been developed in support of the Spacecraft Autonomy for Vehicles and Habitats Project (SAVH) sponsored by the Explorations Technology Development Program, which is seeking to mature autonomy technology for application to the new Crew Exploration Vehicle (CEV) that will replace the Space Shuttle.

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1 Introduction

The New Domain Description Language (NDDL) is a powerful planning language developed at NASA Ames [2] which has evolved from PDDL[3]. It is the planning language of the Extensible Universal Remote Operations Architecture (EUROPA 2). EUROPA 2 is a component-based software library for constructing highly-tailored, domain-specific planners. The authors write “Our goal in developing EUROPA 2 is to provide a fast, flexible, extensible, reusable technology platform for building planning and scheduling applications for space exploration [1].” Its predecessor, EUROPA, was used for a variety of NASA missions including MAPGEN (Mars rovers) and HSTS (Deep Space 1). The EUROPA planner seeks to solve both the planning (i.e., sequencing of actions) and scheduling (i.e., allocation of time and resources) problems at the same time. Complex real-world problems such as controlling autonomous spacecraft do not lend themselves to a decoupled solution approach. Here, one has to deal with issues such as

- operations which take time,
- operations which may be non-deterministic,
- subsystems that can experience failure,
- issues of resource consumption such as fuel or battery power,
- need to limit cost of operations,
- situations where previous choices and operations impact the choice of the next actions, and
- the initial use of instruments requires calibration.

The Abstract Plan Preparation Language (APPL) is a planning language strongly inspired by NDDL that is centered around the idea that not all constraints are alike in the specification of an AI planning problem. In particular, the temporal interval constraints that specify the actions that may occur on parallel timelines have special attributes. Most importantly, these actions must be mutually exclusive on a particular timeline. These features enable a more compact specification of actions and states that is in a manner analogous to the specification of state transition systems with special notations for temporal interval operations. All the syntactic features of APPL are fully exploited in a translator from APPL to NDDL that automatically generates the voluminous set of temporal constraints required in a NDDL specification.

Because the syntax and semantics of APPL are simpler than those of NDDL, APPL is more suitable for formal verification, static analysis, and automated test generation. Indeed, we are in the process of developing a translator from APPL to SRI’s Symbolic Analysis Laboratory (SAL) that will enable the application of safety analysis techniques to plans written in APPL.¹ That work will be reported in a subsequent paper.

¹This is being done in collaboration with SRI international, the developers of the SAL model checker. Many different types of verifications and analyzes are possible here. John Rushby presented a number of these in a recent SAVH V&V workshop, May 2006.
The rest of this paper is organized as follows. Section 2 presents the APPL language by way of example using the Simple Sample Application (The Planetary Rover) tutorial problem that comes with the EUROPA 2 distribution. A formal description of the the language is given in Section 3. Section 4 describes the translator from APPL to NDDL. Finally, Section 5 proposes extensions and enhancements to the APPL language. Examples in APPL and their corresponding NDDL generated code are included in the appendices.

2 A Short Description of the Simple Rover Problem

The Simple Rover problem is defined in a tutorial entitled the Simple Sample Application (The Planetary Rover) provided with the EUROPA 2 planning system developed at NASA Ames. This problem describes a planetary rover that has four main components: a navigator, an instrument controller, a command interface, and a battery. The navigator controls the rover’s movement; the instrument controller manages a scientific instrument; the command interface manages instructions from the scientists controlling the rover; and the battery provides the power needed to operate the rover.

Associated with each of these components is a timeline of actions (or a function that maps times into actions) that must be scheduled by an AI planning system such as EUROPA. Since only one of these actions can be active on a single timeline at any given time, they are mutually exclusive. Although there are several other constraints that govern the scheduling of these actions, the mutual exclusive constraint is fundamental to a planning system. Furthermore, these actions are adjacent to each other. Therefore the allowed sequence of actions can be specified like a state machine. This is illustrated graphically in Figure 1. In APPL, the valid sequence of actions are described using a notation that essentially elaborates the transition matrix of the state machine. For example the allowed transitions of the navigator timeline component is described as follows:

At(x) -> Going(x,y) -> At(y)

All the components of the Simple Rover example are declared in a module enclosed within the keywords PLAN SimpleRover and END SimpleRover.

2.1 Simple Rover Types

The Simple Rover problem requires the definition of some types such as Location and Paths. These are defined in APPL as follows:

TYPE Location(name:string; x,y:int)

TYPE Path(name:string; from,to:Location; cost:float)

The keyword TYPE appears first, followed by the name of the type, e.g., Location and Path, and a list of typed attributes, e.g., name, x, and x for Location, and name, from, to, and cost for Path.

\(^2\)In NDDL, these actions are called predicates.
Initial State: At lander with instrument stowed, battery = 1000
Goal: Take sample at rock4

Figure 1: Graphical Specification of Simple Rover Problem

2.2 Simple Rover Timelines

The four timeline components of the rover, e.g., Navigator, Instrument, Command, and Battery, are defined using a timeline section. The section begins with the keyword TIMELINE followed by the name of the timeline and a list of typed attributes. The keyword ACTIONS initiates the delineation of the set of mutually exclusive actions that can be scheduled on a timeline. The keyword TRANSITIONS initiates an optional section where the valid sequence of actions are defined. The keyword END followed by the name of the timeline closes this section.

In the case of the timeline Battery, the list of attributes consists of initial_charge, load_level_min, and load_level_max, all of them of type float. There is only one action on this timeline that records the changes on the battery load.

TIMELINE Battery(initial_charge, load_level_min, load_level_max: float)

ACTIONS

    Change(quantity:float)

END Battery

The timeline Navigator has two actions: At and Going, which correspond, respectively, to the rover stopped at a location and going from one location to another.

TIMELINE Navigator
ACTIONS

At(location:Location)

Going(from,to: Location)
  WITH from != to;
  let path: Path(_,from,to,cost) in
  starts Battery.Change(cost)

TRANSITIONS

At(x) -> Going(x,y) -> At(y)

END Navigator

The At action has one parameter location which is defined using the Location component defined previously. The Going action has two parameters: from and to, both of type Location as well. The action Going has associated a constraint, which follows the keyword WITH. The first part of the constraint states that the parameters from and to are different. The second part of the constraint is more involved. It specifies a path between the locations from and to and that the cost of taking this path has to be recorded in the timeline of some Battery. Since in the Simple Rover example there is only one battery, there is no need to keep track of which battery is used. The operator starts is the basic interval operator with the same name in NDDL. The complete list of Allen’s interval operators is: contains, contained_by, before, meets, met_by, overlaps, starts, equals, and ends.

The constraint in the specification of the action Going illustrates an important syntactic feature of APPL called parameter matching. Parameter matching allows for implicit declaration of variables when they first occur as arguments of actions or compound types. For instance, the variable cost is implicitly declared to be of type float as required by Path. Subsequent occurrences of the same name refers to the same variable. In NDDL, this feature will generate an explicit equality between the fourth argument of Path and the only argument of the action Change in the timeline Battery. The symbol “_” stands for an unspecified value and never imposes any constraints.

The final part of the specification of the timeline Navigator (i.e. the TRANSITIONS section), delineates the allowed set of action transitions. The -> syntax is used to enumerate all possible actions that can follow an action. If an action can be followed by several different actions, a special syntax is provided to simplify the specification. This is illustrated subsequently. Parameter matching is also used in the declaration of transitions: parameters with the same name must be equal. For instance, the first parameter of Going must be equal to the parameter of the preceding At. Also the Going action must be followed by an At action where its parameter is the same as the second parameter of Going. These are used by the APPL to NDDL translator to construct the explicit constraints.

The timeline Instrument is defined as follows:

TIMELINE Instrument
ACTIONS

TakeSample(rock:Location) : [0,10]
   WITH starts Battery.Change(-120);
   contained_by Navigator.At(rock)

Place(rock:Location) : [3,12]
   WITH starts Battery.Change(-20);
   contained_by Navigator.At(rock)

Stow : [2,6]
   WITH contained_by Navigator.At

Unstow : [2,6]
   WITH contained_by Navigator.At

Stowed

TRANSITIONS

Stowed -> Unstow -> Place(r) -> TakeSample(r) -> Stow -> Stowed

END Instrument

Five actions are defined: TakeSample, Place, Stowed, Unstow, and Stowed. These correspond to the actions that the rover’s instrument can sequence through. The interval that follows the declaration of an action specifies a time constraint on the duration of the action. For example, the action Unstow must have a duration between 2 and 6 time units. In the specification of a time interval, the symbol "_" is used to denote minus infinity, if it appears in the lower bound, or plus infinity, if it appears as the upper bound.

The timeline Command is defined as follows:

TIMELINE Commands
ACTIONS

Idle

TakeSample(rock:Location): [20,25]
   WITH contains Instrument.TakeSample(rock)

PhoneHome
   WITH starts Battery.Change(-600)

PhoneLander
   WITH starts Battery.Change(-20)
TRANSITIONS

Idle \rightarrow \text{TakeSample} \rightarrow (\text{PhoneHome} \mid \text{PhoneLander})

END Commands

Four different actions are defined: \text{Idle}, \text{TakeSample}, \text{PhoneHome}, and \text{PhoneLander}. The action \text{Idle} has no constraints associated with it. The action \text{TakeSample} must completely contain the action \text{TakeSample} defined in the instrument timeline. The actions \text{PhoneHome} and \text{PhoneLander} record their power consumption in the battery timeline. The construct “\mid” in the transitions section indicates that either of the actions \text{PhoneHome} and \text{PhoneLander} may follow the action \text{TakeSample}.

2.3 The Rover

The rover itself is defined as a type whose attributes are the battery, the navigator, the instrument, and the commands. We also define specific instances of locations, paths, battery, navigator, instrument, commands, and rover.

\begin{verbatim}
TYPE Rover(battery:Battery;
       navigator:Navigator;
       instrument:Instrument;
       command:Commands)

VARIABLES
   lander: Location("Lander", 0, 0)
   rock1 : Location("ROCK1", 9, 9)
   rock2 : Location("ROCK2", 1, 6)
   rock3 : Location("ROCK3", 4, 8)
   rock4 : Location("ROCK4", 3, 9)

   p1: Path("Very Long Way", lander, rock4, -2000.0)
   p2: Path("Moderately Long Way", lander, rock4, -1500.0)
   p3: Path("Short Cut", lander, rock4, -400.0)

   bat : Battery(10000.0, 0.0, 1000.0)
   nav : Navigator(bat)
   ins : Instrument(bat,nav)
   com : Commands(bat,nav,ins)

   spirit : Rover(bat,com,nav,ins)
\end{verbatim}
2.4 Initial State and Goals

The subsection INITIAL-STATE specifies the initial actions of the timelines. Timelines that are not initialized may start in an arbitrary state. Finally, the desired end goal is specified in the subsection GOALS. In this case, we specify that the rover must reach rock4.

INITIAL-STATE

|-> nav.At(lander)
|-> ins.Stowed
|-> com.Idle

GOALS

com.TakeSample(rock4)

3 The Abstract Plan Preparation Language

The Abstract Planning Language (APPL) is strongly inspired on the New Domain Description Language (NDDL) and the Constraint-based Temporal Planning paradigm. Therefore, there are several conceptual similarities between NDDL and APPL. However, in contrast to NDDL, APPL does not follow the object oriented paradigm. Instead, APPL offers a more declarative approach that supports static type-checking, pattern matching, and convenient notations for temporal operators. Furthermore, in ADDL, we distinguish between compound types, which can be seen as record types, and timelines, which are special kinds of compound types that perform actions and whose temporal behavior is constrained by a set of valid transitions.

The specification of a planning problem in APPL consists of a sequence of types, timelines, constraints, variables, initial states, and goal declarations. These declarations form a module, which is enclosed between the keywords PLAN <identifier> and END <identifier>.

3.1 Types

APPL is a strongly typed language, i.e., all elements of an APPL program are declared of a given type. From an operational point of view, types in APPL can be understood as containers or sets.

The basic types of APPL are int, float, bool, and string. Furthermore, APPL supports enumerations, intervals, and user-defined types.
APPL enables the declaration of simple and compound types. Simple types are aliases, enumerations, and intervals. Compound types are records declared as parameterized types. The parameters of a compound type are called attributes and they correspond to the fields of the record. A compound type can be defined as a subtype of a previously defined (compound) type.

The following are valid type declarations in APPL. Note that the variables that occur in the type “Location("Home",x,y)” are declared as attributes of the type “MyLocation”. Should this not be the case, an error would be reported by the ADDL compiler.
// An alias type
TYPE myint : int

// An enumeration type
TYPE OnOff = { ON, OFF }

// An interval type
TYPE Int_ge_1 = [1, _]

// A compound type
TYPE Location(name:string; x,y:int)

// A subtype of a compound type
TYPE MyLocation(x,y:int) = Location("Home", x, y)

3.2 Expressions

The set of expressions in APPL are drawn from NDDL. The operator “let” declares a variable of a certain type that satisfies a given constraint. The symbol “_” denotes an unspecified argument when it appears as an argument of an action or compound type. Within an interval, it stands for ±∞ depending on its position as lower bound or upper bound. The symbols “->” and “<-” are shorthands for the Allen’s operators “meets” and “met-by”, respectively.

⟨expression-or-nil⟩ ::= → (expression)

⟨expression⟩ ::= → ⟨identifier⟩
                → ⟨literal⟩
                → ( - ⟨arguments⟩ - )
                → ( - ⟨expression⟩ - )
                → ⟨expression⟩ - ⟨op⟩ - ⟨expression⟩
                → ⟨unary-op⟩ - ⟨expression⟩
                → if ⟨expression⟩ then ⟨expression⟩ else ⟨expression⟩ endif
                → let ⟨identifier⟩ - : - ⟨type⟩
                → in - ⟨expression⟩
                → ⟨allen-op⟩ - ⟨action⟩
3.3 Timelines

Timelines are sophisticated compound types. In addition to attributes, a timeline also specifies actions and transitions. If an action is not qualified, then it refers to the timeline in which it is being defined in.

\[
\langle \text{timeline-decl} \rangle ::= \text{TIMELINE} - \langle \text{identifier} \rangle \left\langle [ \langle \text{parameters} \rangle ] \right\rangle = \langle \text{type} \rangle \text{ - \langle actions-decl \rangle - \langle transitions-decl \rangle - END - \langle identifier \rangle} \]

\[
\langle \text{actions-decl} \rangle ::= \text{ACTIONS} \langle \text{action-decl} \rangle
\]

\[
\langle \text{transitions-decl} \rangle ::= \text{TRANSITIONS} \langle \text{transition-decl} \rangle
\]
The following is an alternative declaration of the navigator timeline of the Simple Rover example. In this case, the battery that provides the power to the navigator is explicitly declared. This may be important if there is more than one battery in the system.

TIMELINE Navigator2(battery:Battery)

ACTIONS

At(location:Location)

Going(from,to: Location)
  WITH from != to;
  let path: Path(_,from,to,cost) in
  starts battery.Change(cost)

TRANSITIONS

At(x) -> Going(x,y) -> At(y)

END Navigator2

Alternative, but more detailed, specifications of the instrument timeline are shown below. The declaration of the attributes of Instrument2 explicitly states that the battery used by the navigator and the instrument are the same. In Instrument3, the battery and the navigator are also explicitly declared. However, in contrast to Instrument2, nothing is said about the relation between the batteries used by the instrument and the navigator.
TIMELINE Instrument2(battery:Battery; navigator:Navigator(battery))

ACTIONS

TakeSample(rock:Location) : [0,10]
   WITH starts battery.Change(-120);
   contained_by navigator.At(rock)

Place(rock:Location) : [3,12]
   WITH starts battery.Change(-20);
   contained_by navigator.At(rock)

Stow : [2,6]
   WITH contained_by navigator.At

Unstow : [2,6]
   WITH contained_by navigator.At

Stowed

TRANSITIONS

   Stowed -> Unstow -> Place(r) -> TakeSample(r) -> Stow -> Stowed

END Instrument2

TIMELINE Instrument3(battery:Battery; navigator:Navigator)

ACTIONS

TakeSample(rock:Location) : [0,10]
   WITH starts battery.Change(-120);
   contained_by navigator.At(rock)

Place(rock:Location) : [3,12]
   WITH starts battery.Change(-20);
   contained_by navigator.At(rock)

Stow : [2,6]
   WITH contained_by navigator.At

Unstow : [2,6]
   WITH contained_by navigator.At

Stowed
TRANSITIONS

Stowed -> Unstow -> Place(r) -> TakeSample(r) -> Stow -> Stowed

END Instrument3

3.4 Constraints Section

In the specification of a planning problem, it is often necessary to express constraints that involve more than one timeline. Although it is expected that all cross-timeline constraints could be expressed in the ACTIONS section, it may be convenient to gather some of these constraints in a section together. Therefore a CONSTRAINTS section has been added to the language:

\[
\langle \text{constraints-decl} \rangle ::= \text{CONSTRAINTS} \langle \text{constraint-decl} \rangle
\]

\[
\langle \text{constraint-decl} \rangle ::= \langle \text{simple-action} \rangle \langle \text{expression} \rangle
\]

Parameter matching is used to specify parameter relationships within a constraint:

CONTRAINTS

Commands.TakeSample(rock) contains Instrument.Take_Sample(rock)

Instrument.Take_Sample(rock) contained_by Navigator.At(rock)

Instrument.Place(rock) contained_by Navigator.At(rock)

In the CONSTRAINTS section full name qualification of actions is required.

3.5 Initial States and Goals

Initial states and goals are declared according to the following syntax.

\[
\langle \text{var-decl} \rangle ::= \text{VARIABLES} \langle \text{identifier} :: \langle \text{type} \rangle \rangle \langle \text{expression} \rangle
\]

\[
\langle \text{init-decl} \rangle ::= \text{INITIAL-STATE} |\rightarrow \langle \text{action} \rangle
\]

\[
\langle \text{goal-decl} \rangle ::= \text{GOALS} \langle \text{action} \rangle
\]
4 The APPL to NDDL Translator

A prototype translator has been developed that generates NDDL code from an APPL input file.³ The following command

```
java APPL -nddl Rover.appl
```

is used to compile the file `rover.appl` into NDDL. The translator halts at the first error. Otherwise, it generates the files `Rover-model.nddl` and `Rover-initial-state.nddl`.

To illustrate the power of the APPL language, we have included the output from the Simple Rover and the classical Banana-Monkey example in the appendices. The level of abstraction provided by the APPL language is seen in the twofold increase in size as one goes from APPL to NDDL.

4.1 Features of the Translator

Much of the verbosity of the NDDL language derives from the need to specify sequences of actions. The following code defined in a timeline named `Location` in `Monkey.appl`:

```
At(x) -> Going(x,y) -> At(y)
```

results in the following NDDL:

```java
// Transitions for Location

Location::At {
    meets(Going v0_);
    eq(v0_.from,loc);
}

Location::Going {
    meets(At v1_);
    eq(v1_.loc,to);
}
```

where a simple matching algorithm is used to generate the constraints on the parameters of the actions Going and At. Even when there are no matching parameters as in

```
Low -> Climbing -> High -> Climbing_Down -> Low
```

the expansion can be significant:

```java
// Transitions for Altitude

Altitude::Low {
    meets(Climbing);
```³The translator is electronically available from http://research.nianet.org/~munoz/APPL.
Altitude::Climbing {
    meets(High);
}

Altitude::High {
    meets(Climbing_Down);
}

Altitude::Climbing_Down {
    meets(Low);
}

The following language construct in Rover.appl

Idle -> TakeSample -> (PhoneHome | PhoneLander)

provides a efficient mechanism for specifying choice. In NDDL this must be expressed using an explicit variable. The translator generates the following NDDL code

    // Transitions for Commands

Commands::Idle {
    meets(TakeSample);
}

Commands::TakeSample {
    int v3_ = [1 2];
    if (v3_ == 1) {
        meets(PhoneHome);
    }
    if (v3_ == 2) {
        meets(PhoneLander);
    }
}

The translation of the WITH statements associated with actions such as

Going(from,to: Location)
    WITH from != to;
        let path:Path(_,from,to,cost) in
            starts Battery.Change(cost)

is quite efficient. This is translated into
Navigator::Going {
    Path path;
    eq(path.from, from);
    eq(path.to, to);
    starts(Battery.Change v0_);
    eq(v0_.quantity, path.cost);
}

This illustrates how APPL handles parameter matching and let-in expressions. A variable path is defined such that the first two parameters correspond to the parameters of the predicate Going. The variable cost implicitly declared in APPL will be translated into an equality that relates the parameter of the predicate Change in Battery and the third parameter of path.

5 Conclusion and Future Work

A major goal of the APPL language is to provide as much abstraction as possible. We believe that this will greatly facilitate the translation into SAL and provide a rich environment for the formal analysis of the planning domain under consideration. Therefore, in the first version of the language, we have deliberately eschewed enhancements that would increase its complexity even where the power or flexibility of the language would be significantly increased. As needs arise in real applications, we will expand the language to meet these needs. It is our hope that such modifications can be kept at a minimum and that the abstract nature of the language can be preserved. In this section, we will briefly discuss some of potential enhancements that we have considered but not included.

5.1 Intervals as Timelines

One limitation of the current version of APPL is that it does not provide a mechanism to explicitly access the starting and ending times of an action. For instance, in the Simple Rover example, the goal of taking a sample is specified as:

goal(Commands.TakeSample sample);
sample.start.specify(63);
precedes(sample.end, world.m_horizonEnd);

The intended meaning is that TakeSample must start at time 63 and end before a constant world.m_horizonEnd, which has the value 100.

We have considered adding the ability to directly specify the starting and ending times of actions in expressions. For example

Commands.TakeSample().start = 63;
Commands.TakeSample().end < 100

Alternatively, we have explored the idea of allowing intervals to be used as special anonymous actions in Allen’s expressions. In this case, the lower bound of the interval specifies the
starting time of the anonymous actions and the upper bound the ending time. For instance, the previous goal could be expressed:

\begin{verbatim}
GOALS
  Commands.TakeSample() starts [63, _]
\end{verbatim}

This concise notation fully exploits Allen’s operators and may simplify specifications where absolute time intervals are needed. For instance,

\begin{verbatim}
GOALS
  Commands.TakeSample() equals [63, 100]
\end{verbatim}

specifies that the action \texttt{TakeSample} exactly starts at time 63 and ends at time 100, while

\begin{verbatim}
GOALS
  Commands.TakeSample() contained_by [63, 100]
\end{verbatim}

specifies that the action \texttt{TakeSample} starts after time 63 and ends before time 100.

However, the semantic implications of either one of these alternatives have not yet been analyzed.

\section{5.2 General Initial State Specifications}

The APPL planning language has been defined with a specific viewpoint about what constitutes a planning problem. In particular, that a planning problem consists of

1. a well-defined initial state,
2. a well-defined goal,
3. actions to achieve that goal, and
4. constraints on those actions.

It appears that NDDL allows a fuzzier notion of initial state, where some timelines do not become active until a time later than 0 or have relaxed start and end points. In APPL this could be handled by allowing general initial state specifications. For instance,

\begin{verbatim}
INITIAL-STATE
  |-> Navigator.At(lander) contained_by [10, _]
\end{verbatim}

would specify that the initial location for \texttt{Navigator} is \texttt{lander} after time 10. Nothing is said about the state of the navigator before that time.

This relaxation of initial state specifications would prevent detection of errors where one inadvertently omits a timeline initialization.
References


A Simple Rover Problem

A.1 APPL Code

PLAN Rover

TYPE Paths = {Very_Long_Way, Moderately_Long_Way, Short_Cut}

TYPE Locations = {Lander, ROCK1, ROCK2, ROCK3, ROCK4}

TYPE Location(name:Locations; x, y:int)

TYPE Path(name:Paths; from,to: Location; cost:float)

TYPE Battery(ic,ll_min,ll_max:float) =
    Resource(ic,ll_min,ll_max,0.0,0.0,-inff,-inff)

TIMELINE Navigator

ACTIONS

At(location:Location)

Going(from,to: Location)
    WITH from != to;
        let path:Path(_,from,to,cost) in
        starts Battery.change(cost)

TRANSITIONS

At(x) -> Going(x,y) -> At(y)

END Navigator

TIMELINE Commands

ACTIONS

Idle

TakeSample(rock:Location): [20,25]

PhoneHome
WITH starts Battery.change(-600)

PhoneLander
   WITH starts Battery.change(-20)

TRANSITIONS
   Idle -> TakeSample -> (PhoneHome | PhoneLander)

END Commands

TIMELINE Instrument

ACTIONS
   TakeSample(rock:Location) : [0,10]
      WITH starts Battery.change(-120);
         contained_by Navigator.At(rock);
         contained_by Commands.TakeSample(rock)
   Place(rock:Location) : [3,12]
      WITH starts Battery.change(-20);
         contained_by Navigator.At(rock)
   Stow : [2,6]
      WITH contained_by Navigator.At
   Unstow : [2,6]
      WITH contained_by Navigator.At
   Stowed

TRANSITIONS
   Stowed -> Unstow -> Place(r) -> TakeSample(r) -> Stow -> Stowed

END Instrument

TYPE Rover(battery:Battery;command:Commands; navigator:Navigator;
            instrument:Instrument)

VARIABLES
lander: Location(Lander, 0, 0)
rock1 : Location(ROCK1, 9, 9)
rock2 : Location(ROCK2, 1, 6)
rock3 : Location(ROCK3, 4, 8)
rock4 : Location(ROCK4, 3, 9)

p1: Path(Very_Long_Way, lander, rock4, -2000.0)
p2: Path(Moderately_Long_Way, lander, rock4, -1500.0)
p3: Path(Short_Cut, lander, rock4, -400.0)

bat : Battery(1000.0, 0.0, 1000.0)
com : Commands
nav : Navigator
ins : Instrument
spirit : Rover(bat,com,nav,ins)

INITIAL-STATE

|-> Navigator.At(lander)
|-> Instrument.Stowed
|-> Commands.Idle

GOALS

Commands.TakeSample(rock4) equals [63,t]

END Rover

A.2 Translator-Generated NDDL Code

// File Rover-model.nddl
// Generated from Rover.appl
// On Tue Nov 21 14:52:57 EST 2006
// By APPL-c.4 (11/17/06)

// Import Standard Europa NDDL Libraries

#include "Plasma.nddl"
#include "PlannerConfig.nddl"

PlannerConfig World = new PlannerConfig(0,100,500,+inf);

// Forward declarations

class Battery;
class Path;
class Rover;
class Location;
class Instrument;
class Commands;
class Navigator;

// Class declarations

enum Paths {Very_Long_Way, Moderately_Long_Way, Short_Cut};

enum Locations {Lander, ROCK1, ROCK2, ROCK3, ROCK4};

class Location {
    Locations name;
    int x;
    int y;

    Location(Locations _name,
        int _x,
        int _y) {
        name = _name;
        x = _x;
        y = _y;
    }// Constructor Location
}

// Class Location

class Path {
    Paths name;
    Location from;
    Location to;
    float cost;

    Path(Paths _name,
        Location _from,
        Location _to,
        float _cost) {
        name = _name;
        from = _from;
        to = _to;
        cost = _cost;
    }// Constructor Path
class Battery extends Resource {
    Battery(float ic,
            float ll_min,
            float ll_max) {
        super(ic, ll_min, ll_max, 0.0, 0.0, -inff, -inff);
    }
}

class Navigator extends Timeline {
    predicate Null {
        precedes(0, start);
        eq(end, 100);
    }
    predicate At {
        Location location;
        precedes(0, start);
        precedes(end, 100);
    }
    predicate Going {
        Location from;
        Location to;
        precedes(0, start);
        precedes(end, 100);
        neq(from, to);
    }
}

Navigator::Going {
    Path path;
    eq(path.from, from);
    eq(path.to, to);
    starts(Battery.change v0_);
    eq(v0_.quantity, path.cost);
}

Navigator::At {
    meets(Going v1_);
}
eq(v1_.from,location);
}

Navigator::Going {
    meets(At v2_);
    eq(v2_.location,to);
}

class Commands extends Timeline {
    predicate Null {
        precedes(0,start);
        eq(end,100);
    }
    predicate Idle {
        precedes(0,start);
        precedes(end,100);
    } // Predicate Idle
    predicate TakeSample {
        Location rock;
        eq(duration,[20 25]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate TakeSample
    predicate PhoneHome {
        precedes(0,start);
        precedes(end,100);
    } // Predicate PhoneHome
    predicate PhoneLander {
        precedes(0,start);
        precedes(end,100);
    } // Predicate PhoneLander
} // Timeline Commands

Commands::PhoneHome {
    starts(Battery.change v3_);
    eq(v3_.quantity,-600);
}

Commands::PhoneLander {
    starts(Battery.change v4_);
}
eq(v4_.quantity,-20);

// Transitions for Commands

Commands::Idle {
    meets(TakeSample);
}

Commands::TakeSample {
    int v5_;   
    eq(v5_,[1 2]);
    if (v5_ == 1) {
        meets(PhoneHome);
    }
    if (v5_ == 2) {
        meets(PhoneLander);
    }
}

class Instrument extends Timeline {
    predicate Null {
        precedes(0,start);
        eq(end,100);
    }
    predicate TakeSample {
        Location rock;
        eq(duration,[0 10]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate TakeSample
    predicate Place {
        Location rock;
        eq(duration,[3 12]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Place
    predicate Stow {
        eq(duration,[2 6]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Stow
predicate Unstow {
    eq(duration,[2 6]);
    precedes(0,start);
    precedes(end,100);
} // Predicate Unstow

predicate Stowed {
    precedes(0,start);
    precedes(end,100);
} // Predicate Stowed

} // Timeline Instrument

Instrument::TakeSample {
    starts(Battery.change v6_);
    eq(v6_.quantity,-120);
    contained_by(Navigator.At v7_);
    eq(v7_.location,rock);
    contained_by(Command.TakeSample v8_);
    eq(v8_.rock,rock);
}

Instrument::Place {
    starts(Battery.change v9_);
    eq(v9_.quantity,-20);
    contained_by(Navigator.At v10_);
    eq(v10_.location,rock);
}

Instrument::Stow {
    contained_by(Navigator.At);
}

Instrument::Unstow {
    contained_by(Navigator.At);
}

} // Transitions for Instrument

Instrument::Stowed {
    meets(Unstow);
}
Instrument::Unstow {
    meets(Place v11_);
}

Instrument::Place {
    meets(TakeSample v12_);
    eq(v12_.rock,rock);
}

Instrument::TakeSample {
    meets(Stow);
}

Instrument::Stow {
    meets(Stowed);
}

class Rover {
    Battery battery;
    Commands command;
    Navigator navigator;
    Instrument instrument;

    Rover(Battery _battery,
         Commands _command,
         Navigator _navigator,
         Instrument _instrument) {
        battery = _battery;
        command = _command;
        navigator = _navigator;
        instrument = _instrument;
    } // Constructor Rover
}

// File Rover-initial-state.nddl
// Generated from Rover.appl
// On Tue Nov 21 14:52:57 EST 2006
// By APPL-c.4 (11/17/06)

// Import Rover NDDL Model

#include "Rover-model.nddl"
// Variables

Location lander = new Location(Lander,0,0);
Location rock1 = new Location(ROCK1,9,9);
Location rock2 = new Location(ROCK2,1,6);
Location rock3 = new Location(ROCK3,4,8);
Location rock4 = new Location(ROCK4,3,9);
Path p1 = new Path(Very_Long_Way,lander,rock4,-2000.0);
Path p2 = new Path(Moderately_Long_Way,lander,rock4,-1500.0);
Path p3 = new Path(Short_Cut,lander,rock4,-400.0);
Battery bat = new Battery(1000.0,0.0,1000.0);
Commands com = new Commands();
Navigator nav = new Navigator();
Instrument ins = new Instrument();
Rover spirit = new Rover(bat,com,nav,ins);
close();

// Initial states

goal(Navigator.At v13_);
eq(v13_.start,0);
v13_.location.specify(lander);
goal(Instrument.Stowed v14_);
eq(v14_.start,0);
goal(Commands.Idle v15_);
eq(v15_.start,0);

// Goals

goal(Commands.TakeSample v16_);
v16_.rock.specify(rock4);
v16_.start.specify(63);

B Banana-Monkey Problem

The classical Banana-Monkey planning problem consists of three basic timelines: Location, Altitude, and Monkey. The location timeline has two predicates: At and Going. These must alternate on the timeline.

\[
\text{At} \rightarrow \text{Going} \rightarrow \text{At} \rightarrow \text{Going} \rightarrow \ldots
\]

The altitude timeline has four predicates which must sequence as follows

\[
\text{Low} \rightarrow \text{Climbing} \rightarrow \text{High} \rightarrow \text{Climbing\_Down} \rightarrow \text{Low} \rightarrow \ldots
\]
The banana timeline has three predicates that must sequence as follows:

\[ \text{Not Have Banana} \rightarrow \text{Grabbing Banana} \rightarrow \text{Have Banana} \]

The NDDL specification constrains the time intervals as follows

- The \text{Climbing} interval must be contained by an \text{At} interval. A parameter of \text{Climbing} determines whether the climbing is a tree climbing action or a rock climbing action.

- The \text{Grabbing_Banana} interval must be contained by an \text{At} interval and it must be contained by a \text{High} interval.

- The \text{Grabbing_Banana} predicate must only occur when the monkey is \text{high} in the tree.

- The \text{Going} predicate must only occur when the altitude is \text{low}.

Graphically this problem can be presented as shown in figure 2. The intervals below the blocks in the figure specify the duration of each predicate, i.e., the minimum and maximum times in this state.

**B.1 APPL Code**

PLAN Monkey

TYPE Label = { Rock, Tree }

TIMELINE Location
ACTIONS

At(loc:Label): [1,\_]
Going(from,to:Label): [5,\_]

TRANSITIONS

At(x) -> Going(x,y) -> At(y)

END Location

TIMELINE Altitude

ACTIONS

Low: [1,\_]
High: [1,\_]

Climbing(flag:[1,2]): [10,\_]
WITH
if flag = 1 then
  contained_by Location.At(Rock)
else
  contained_by Location.At(Tree)
endif

Climbing_Down: [1,\_]

TRANSITIONS

Low -> Climbing -> High -> Climbing_Down -> Low

END Altitude

TIMELINE Monkey

ACTIONS

Not_Have_Banana: [1,\_]
Have_Banana: [1,\_]
Grabbing_Banana: [1,2]
TRANSITIONS

Not_Have_Banana -> Grabbing_Banana -> Have_Banana

END Monkey

CONSTRAINTS

Location.Going :: contained_by Altitude.Low
Monkey.Grabbing_Banana :: contained_by Location.At(Tree)
Monkey.Grabbing_Banana :: contained_by Altitude.High

VARIABLES

loc : Location
alt : Altitude
mon : Monkey

INITIAL-STATE

|-> loc.At(Rock)
|-> alt.Low
|-> mon.Not_Have_Banana

GOALS

mon.Have_Banana

END Monkey

B.2 Translator-Generated NDDL Code

// File Monkey-model.nddl
// Generated from Monkey.appl
// On Tue Nov 21 14:53:00 EST 2006
// By APPL-c.4 (11/17/06)

// Import Standard Europa NDDL Libraries

#include "Plasma.nddl"
#include "PlannerConfig.nddl"

PlannerConfig World = new PlannerConfig(0,100,500,+inf);
// Forward declarations

class Monkey;
class Altitude;
class Location;

// Class declarations

enum Label {Rock,Tree};

class Location extends Timeline {
    predicate Null {
        precedes(0,start);
        eq(end,100);
    }
    predicate At {
        Label loc;
        eq(duration,[1 +inf]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate At

    predicate Going {
        Label from;
        Label to;
        eq(duration,[5 +inf]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Going

} // Timeline Location

// Transitions for Location

Location::At {
    meets(Going v0_);
    eq(v0_.from,loc);
}

Location::Going {
    meets(At v1_);
    eq(v1_.loc,to);
}
class Altitude extends Timeline {
  predicate Null {
    precedes(0,start);
    eq(end,100);
  }
  predicate Low {
    eq(duration,[1 +inf]);
    precedes(0,start);
    precedes(end,100);
  }
}

predicate High {
  eq(duration,[1 +inf]);
  precedes(0,start);
  precedes(end,100);
}

predicate Climbing {
  int flag;
  eq(flag,[1 2]);
  eq(duration,[10 +inf]);
  precedes(0,start);
  precedes(end,100);
}

predicate Climbing_Down {
  eq(duration,[1 +inf]);
  precedes(0,start);
  precedes(end,100);
}

Altitude::Climbing {
  if (flag==1) {
    contained_by(Location.At v2_);
    eq(v2_.loc,Rock);
  } else {
    contained_by(Location.At v3_);
    eq(v3_.loc,Tree);
  }
}

// Transitions for Altitude
Altitude::Low {
    meets(Climbing);
}

Altitude::Climbing {
    meets(High);
}

Altitude::High {
    meets(Climbing_Down);
}

Altitude::Climbing_Down {
    meets(Low);
}

class Monkey extends Timeline {
    predicate Null {
        precedes(0,start);
        eq(end,100);
    }
    predicate Not_Have_Banana {
        eq(duration,[1 +inf]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Not_Have_Banana

    predicate Have_Banana {
        eq(duration,[1 +inf]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Have_Banana

    predicate Grabbing_Banana {
        eq(duration,[1 2]);
        precedes(0,start);
        precedes(end,100);
    } // Predicate Grabbing_Banana

    } // Timeline Monkey

    // Transitions for Monkey
Monkey::Not_Have_Banana { 
    meets(Grabbing_Banana);
}

Monkey::Grabbing_Banana { 
    meets(Have_Banana);
}

// Constraints

Location::Going { 
    contained_by(Altitude.Low);
}

Monkey::Grabbing_Banana { 
    contained_by(Location.At v4_);
    eq(v4_.loc, Tree);
}

Monkey::Grabbing_Banana { 
    contained_by(Altitude.High);
}

// File Monkey-initial-state.nddl
// Generated from Monkey.appl
// On Tue Nov 21 14:53:00 EST 2006
// By APPL-c.4 (11/17/06)

// Import Monkey NDDL Model

#include "Monkey-model.nddl"

// Variables

Location loc = new Location();
Altitude alt = new Altitude();
Monkey mon = new Monkey();
close();

// Initial states

goal(loc.At v5_);
eq(v5_.start, 0);
v5_.loc.specify(Rock);
goal(alt.Low v6_);
  eq(v6_.start,0);
  goal(mon.Not_Have_Banana v7_);
  eq(v7_.start,0);

// Goals

goal(mon.Have_Banana v8_);
An Abstract Plan Preparation Language

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This paper presents a new planning language that is more abstract than most existing planning languages such as the Planning Domain Definition Language (PDDL) or the New Domain Description Language (NDDL). The goal of this language is to simplify the formal analysis and specification of planning problems that are intended for safety-critical applications such as power management or automated rendezvous in future manned spacecraft. The new language has been named the Abstract Plan Preparation Language (APPL). A translator from APPL to NDDL has been developed in support of the Spacecraft Autonomy for Vehicles and Habitats Project (SAVH) sponsored by the Explorations Technology Development Program, which is seeking to mature autonomy technology for application to the new Crew Exploration Vehicle (CEV) that will replace the Space Shuttle.

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